

10:45 - 11:45 - Block 2 Sessions (Location & Description)

Be a Real Guitar Hero(v2.0)

Location: Hutchins Concert Hall

(Steve Garton - Coordinator of Educational Technology, Maine Department of Education & Tim McNulty - Engineering Manager for Strategic Projects - Apple Inc.)

GarageBand has the built in capability of easily integrating live guitar and keyboard. Come see how simple it is to use live instruments or your voice with the MacBook without expensive additions. Step by step examples will be given to help you create your own backgrounds, input your own instrument, and record the result. This session will even show you how to create a band with your friends and their MacBooks. Don't just play Guitar Hero... Be one!

The Earth is Big and My Screen is Small

Location: Barrows 130 & 132

(Bruce Segee - Super Computing, Electrical and Computer Engineering Department at UMaine)

This session will explore high resolution visualization using tiled displays. Individual laptops will be used to display a piece of the overall image, allowing both a larger display and higher resolution than could be attained with a single laptop. Students will use the Environmental Change Model supercomputer program to explore resulting changes in weather, climate and habitat if key global factors change. Students can ask questions and see high resolution computer generated global images many times the resolution of a single laptop

Publishing Your Book Made Easy(v2.0)

Location: Boardman 210

(David Patterson - Educational Specialist, Maine Department of Education)

Do you have a story to tell? Have you ever dreamed of having your own book published? Well, now you can! Using intuitive software and online technologies, you can have your own work published as a book. We will explore several options for easily compiling your compelling content into a stunning book, and we will also examine options to have your masterpiece professionally printed and shipped, or saved as an e-book that you can share with your audience on screen.

Athletes, Artists, & Entrepreneurs: How to Create an Effective Highlight Reel

Location: Jenness 100

(Bret King - MLTI Apple Engineer - Apple Inc. & Tim Hart - MLTI Integration Mentor)

If every picture tells a story, then a well-crafted Highlight Reel can tell your life's story - past, present, and future. Whether you are a student athlete, artist, or business person, that Highlight Reel can help convince a coach you are the player they need on their team, the art program that you have the skills and passion they are looking for, or a potential business partner that your ideas and energy will, in fact, make you the next Steve Jobs.

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Digital Footprints - The Trails We Leave Behind...

Location: D.P. Corbett 117

(John DeTroye - Consulting Engineer - Apple Inc.)

Digital Citizenship is a big topic - Wouldn't it be great if everyone was a "good citizens" when they were online. Maybe it would be easier to "do good things online" if we knew just how clear the footprints we leave behind are? In this session you will hear from a Senior Apple Engineer about how much a server knows about who visits, where they came from, what they did, and where they went. Think you're anonymous online? Not.

SketchUp - The Power is in 3D!

Location: Little 110

(Ann Marie Quirion Hutton - Professional Development Specialist - Apple Inc.)

Lots of MLTI students have discovered SketchUp on their own, and some have used it in their classwork. All have been amazed at how it allows them to create in 3 dimensions! In this session SketchUp novices and those with experience will learn some new tricks that will have them building like never before. Bring your ideas of what you would like to make, because with SketchUp, you can!

Making Music to Match the Movie

Location: Murray 106

(Alan Kaschub, Instructor of Music at the USM School of Music)

In this session, Alan will show how original music can be composed for different types of movies to enhance their impact. Original music can provide a better match to your project while steering clear of copyright issues that can arise from using existing music. This session will feature three different types of projects, a frightening scene, a flying scene and a hopeful scene. Students will learn how to use Garageband to create their music, match and time it to their movie excerpt and create a polished product. No experience with music notation is necessary.

Using Bento to Organize your Friends, Your Photos, Your Music, Your Life

Location: D.P. Corbett 107

(Curtis Armstrong - Professional Services Consultant - Apple Inc.)

Ever feel like you can't keep everything in place? Where are those pictures you took with your friends last weekend, and what about your favorite playlists, your contact information for your friends and family, your job... What if you could go to one place, and have all those information available? In a secure place where the world can't see it but you can? Come to this session learn how an easy-to-create Bento database can do it!

Oh, The Places You Will Go! Underwater Video, iMovie, & Global Travel (v2.0)

Location: Murray 102

(Patti Irish - Patti Irish Media)

She's Back! Patti Irish, Video Producer and Underwater Videographer Patti will share secrets of making a great video and work with participants to make their own underwater video using iMovie. With the help of a CD full of rare and fabulous video clips and still images from Indonesian and Solomon Island coral reefs, participants will learn techniques of taking quality video, telling a story and video editing. Participants in this session will learn some great tips and tricks in iMovie, as well as getting to know an underwater video professional who used to teach Middle School Science!

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What? You Lost Your Work on an MLTI MacBook? NO EXCUSES!

Location: Bennett 141

(Eric Williams - Project Engineer - Apple Inc.)

Ever have trouble finding your work on your MacBook? Ever worry about losing some of your work on your MacBook? Time to put those issues to bed, and move on with your life - secure in your understanding that everything is safe. Eric Williams is the member of Apple's MLTI Team who focuses on the BackUp Utility, so he knows that baby inside and out. In this session you'll learn how to fine tune that tool, and much more about keeping your content secure - and you'll learn it from a fellow for whom "not losing stuff on your MLTI MacBook" is a professional responsibility."

iMovie & Final Cut - Making Movies That Are a "Cut Above the Rest!" (v2.0)

Location: Jenness 116 - Soderberg Lecture Hall

(Jonathan Carr - Project Engineer - Apple Inc.)

iMovie has unleashed some serious creativity across the MLTI. Are one of the many folks who have been using iMovie inside and outside of class? Are you curious how iMovie might help you create an entry for aWatchMECreate Challenge? If that is you, then this is the session for you! Not only will you be able to get some great tips and tricks for using iMovie more effectively, you'll also be introduced to the Final Cut suite. Apple's Final Cut is the choice of pros in the movie making world, so if you're getting serious about making movies, you'll want to know what the serious movie makers are using...

Making History in Your Attic: Creating and Using Digital Primary Source Material(v2.0)

Location: Lord Hall 100

(Jim Wells - MLTI Integration Mentor)

The letters your grandmother wrote to her family from her time in the service in Korea...the stories your father tells you of summer vacation shenanigans when he was young...the Civil War rifle your uncle has in pride of place on his wall...All of these are primary source material that can be used to tell the story of your family, the community you are part of and our shared history. In this session participants will find out how to produce digital copies and products of these and other artifacts with cameras, Garageband, iMovie and other applications. These can then be shared and used by countless others to piece together the stories of history. Use the digital copies to begin telling your story, with applications such as Acorn, Google Earth and Comic Life. Discover how to contribute to the growing jigsaw of our history in many online spaces.

Searching the Web - It Is Far From Trivial! (v6.0)

Location: D.P. Corbett 107

(Barbara Greenstone - MLTI Integration Mentor & Friends)

Back for yet another year and even more cleverly updated for 2011... In an ongoing game of "Not so trivial pursuit," participants will be competing for prizes for themselves, and for their school! Dust off those Boolean Logic skills, and come ready to search!

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Meet the iPad

Location: Bennett 140

(Tara Maker & Duane Shimmel - Apple Inc.)

In this session we will explore this extraordinary device and share how you can use what you are learning now through use of your MLTI MacBook to move in and get comfortable in this new space. As part of this experience we will introduce you to the latest cool apps and help you discover where this exciting new tool fits in your digital world. The iPad introduces a whole new world of apps with more coming every day. From games to education to productivity, there are thousands of new apps made just for iPad. They're unlike anything you've seen or touched before. We'll even discuss how to use an iPad to improve learning!

Design And Make Your Own Adventure Game

Location: Neville 101

(Ruben Puentedura - Founder and President, Hippasus.com)

Are you tired of adventure games that send you on the same quests over and over again? Would you like to create a game that's different and exciting? Then come to this session, and become a game author. We will see how to create a good story with interesting exploration and challenging puzzles, and how to translate them into a working game. If you've never programmed before, don't worry - we'll be creating our game prototype in an easy-to-use programming language called Scratch (<http://scratch.mit.edu/>). And here's an added bonus: since Scratch will be included on all MLTI devices in the coming year, any games you create are guaranteed a large audience.

Kids & App Development - Yes, You Can!

Location: Barrows 165 - Hill Auditorium

(Steve Hayman - National Consulting Engineer with Apple's Education Team)

iPhones, iPod touches, and the iPad - great devices, but it is the apps that make them spring to life. You already know that. And it is the app developers who make that magic happen. In this session you'll learn how apps are made from someone who makes them. This session is just the ticket, showing you that you can get started now if making apps is something you would like to be a part of. Mobile computing is growing in a big way, so this could be your future. Join Steve to see app development from a pro, take a tour of some of the great things being done by kids today, and begin to see yourself as an app developer. Yes, you can! Join in.

Don't Just be a Computer User - Be a Programmer!

Location: Neville 100

(Zev Eisenberg & Jonathan Simpson - New Media Dept. - UMaine)

Session Descriptor: OK, let's be honest. Your MLTI MacBook is pretty easy to use, right? That means anyone can do great things with it. But if you want to be able to do even more than "everybody else," if you want to be able to get under the hood of a computer and really learn about how that baby works, then you want to begin learning about being a programmer. In this session Zev & Jonathan will introduce participants to the tool from processing.org (participants should download and install this in advance of the session) and help all begin to understand just how much fun it can be to grow towards being a programmer! This will be seriously fun...

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Imagine your own Wonderland with Alice (Advanced - Builds on last year's session)

Location: Boardman 310

Jamee Luce, Math and Computer Science Teacher - Messalonskee High School

This session will provide you with an understanding of how to program in the Alice environment. You will be able to create your own interactive 3D games, movies, stories, art and soooo much more! This session will focus specifically on writing methods and utilizing the methods with objects. Come and expand your programming knowledge. Students with good examples of Alice work are encouraged to share!

Hip Hop Production and Beyond - Beat Making in GarageBand

Location: Little 120

(Jason Trikakakis - Drummer and Producer for the Press Project and the Honors)

Ever wonder how some of today's hottest artists create the chart-topping, toe-tapping songs that make them famous? All are invited to discover the secrets behind making tight beats and sweet melodies in GarageBand. Learn how to sample sounds from your iTunes library, and turn them in to your own big beat creations. We will explore how to add effects to drum loops, how to edit and arrange beats, and how to properly mix all the elements that will get you well on your way to creating the next chart-topping hit.

Why on Earth, or Off, Should Anyone Use Robotics in the Classroom?

Location: Jenness Hall - Soderberg Lobby

(Tom Bickford - Director of Maine Robotics & Dave Small - MLTI Integration Mentor)

Robotics have been on the cutting edge of science for the past few decades. Imagine exploring space as well as the deep reaches of the oceans. Imagine working with equipment to turn an idea into a project and finally into reality. Imagine asking the question, "What can it do?" only to find out it can do what we want it to do. Now imagine that you can do all that! In this session you'll not only learn about the ideas of robotics, you'll get your hands on them as well! Ready, set, PROGRAM!

Lighting Comes First in "Lights, Camera, Action!"

Location: Bennett 137

(Staff and Students from the New England School of Communications - NESCom)

Light matters when it comes to video or stills. It doesn't matter whether you are shooting a portrait of your Grandma or a video as part of a Science assignment, you need to have the light right. In this session you'll learn from the NESCom folks about how to get lighting right for a variety of scenes. Plenty of hands on work in this session, and all participants will be able to leave with a beautifully lighted portrait of themselves! See you on the set, and be ready to hear "Lights, camera, action!"